

# Welcome to UITween System

This system is only used to animate Unity UI elements with the new integrated UI System (4.6 >)

## A- Editor Setup

Add the *“EasyTween”* class to a GameObject in the scene and set a reference to the UI RectTransform Component in the Editor.

The *“Animation Parts”* class in the editor is responsible for animation properties such :

- 1- Object State : The initial Object State (UI element)
- 2- Save State:       Reset the Object to its initial Object State
- 3- End State:        What to do with the Object at the end of the animation
- 4- Call Callback: When and which Callback group will be called
  - a- There are 2 Groups of calls
    - 1- **START\_INITIAL / START\_EXIT** triggers the callback at the very start of the Entry animation (Callback Object Intro) or Exit animation (Callback Object Exit)
    - 2- **END\_OF\_INTRO / END\_OF\_EXIT** triggers the callback at the end of the Entry animation (Callback Object Intro) or Exit animation (Callback Object Exit)
  - b- Every Combination is made with this 2 main group of calls
- 5- Callback Object Intro: Object to call at the start or end of the Initial Animation
- 6- Callback Object Exit:    Object to call at the start or end of the Exit Animation
- 7- Animation Duration (sec):       How long the animation should be, in seconds.

The Editor Expands the Object class by adding this features:

- 1- Fade In & Out: On Intro Animation the objects fades in, and out on Exit
- 2- Position Animations:    Set the Start Move, End Move and types of Easing for each iteration from Start- > End & End -> Start
- 3- Rotation Animations:    Set the Start Rotation, End Rotation and types of Easing for each iteration from Start- > End & End -> Start
- 4- Scale Animations:        Set the Start Scale, End Scale and types of Easing for each iteration from Start- > End & End -> Start

## B- Dynamic Changes

You can set the “[Animation Parts](#)” class properties dynamically by adding a new Animation Parts class to the EasyTween\_Concrete object Instance.

```
AnimationParts animationParts = new AnimationParts(  
    AnimationParts.State.CLOSE,                // Object State  
    false,                                     // Save State  
    AnimationParts.EndTweenClose.DEACTIVATE,   // End State  
    AnimationParts.CallbackCall.END_OF_INTRO_ANIM, // CallCallback  
    new Transform[0],                          // Intro Callbacks  
    new Transform[0]);                         // Exit Callbacks
```

in the [EasyTween\\_Concrete](#) Object Class

*+ [SetAnimationProperties\(animationParts: AnimationParts\): void](#)*

For Position / Rotation / Scale Changes i use the public methodes in the [EasyTween\\_Concrete](#) Object Class:

+ [SetAnimationPosition](#)(StartAnchoredPos: [Vector2](#), EndAnchoredPos: [Vector2](#), EntryTween : [AnimationCurve](#), ExitTween : [AnimationCurve](#)): void

+ [SetAnimationScale](#) (StartAnchoredScale: [Vector3](#), EndAnchoredScale: [Vector3](#), EntryTween : [AnimationCurve](#), ExitTween : [AnimationCurve](#)): void

+ [SetAnimationPosition](#)(StartAnchoredEulerAng: [Vector3](#), EndAnchoredEulerAng: [Vector3](#), EntryTween : [AnimationCurve](#), ExitTween : [AnimationCurve](#)): void

+ [SetFade](#)(): void

## C- Callbacks

For using the Callback system just implement the “[ICallbackAfterTween](#)” Interface and add the

+ [Callback](#)(): void

methode to your class